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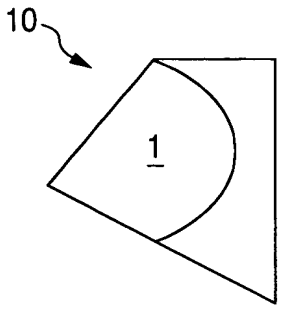


FIG. 1A
(PRIOR ART)

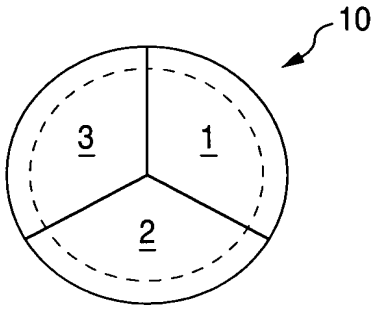


FIG. 1B
(PRIOR ART)

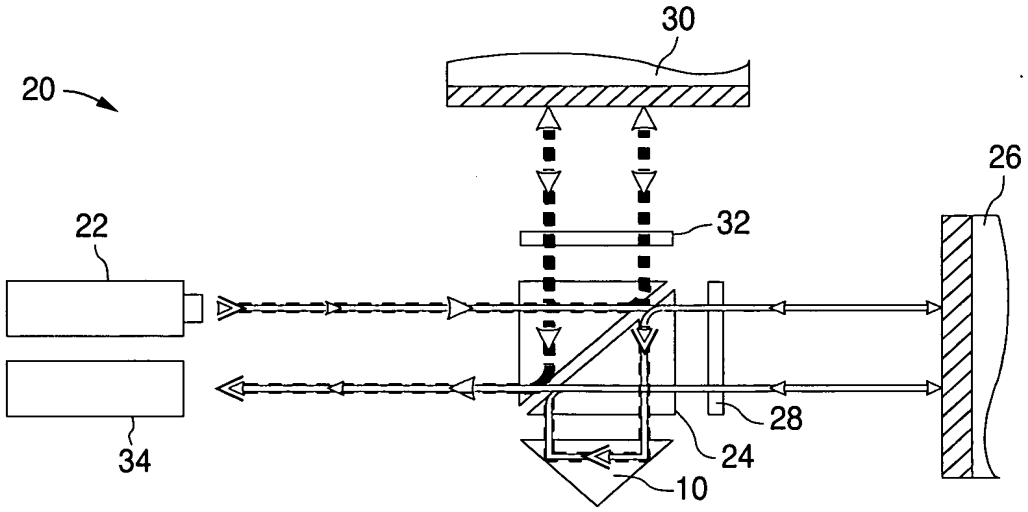


FIG. 2
(PRIOR ART)

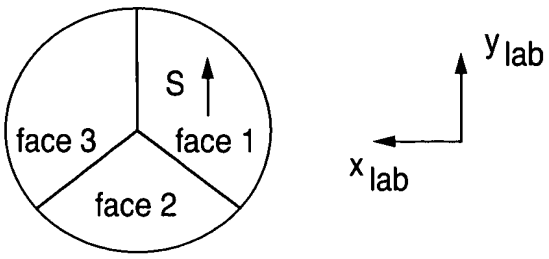
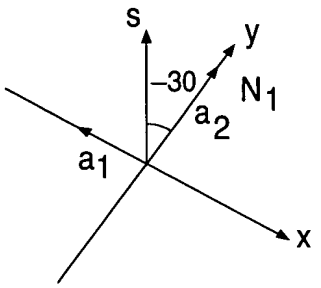
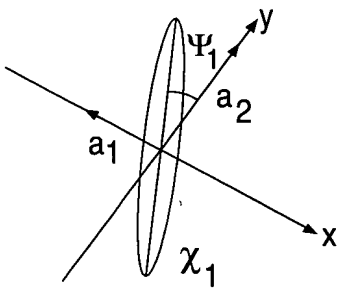


FIG. 3



Face 1 Coordinate Frame

FIG. 4



Face 1 Coordinate Frame

FIG. 5

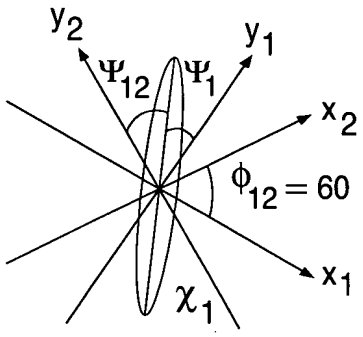


FIG. 6

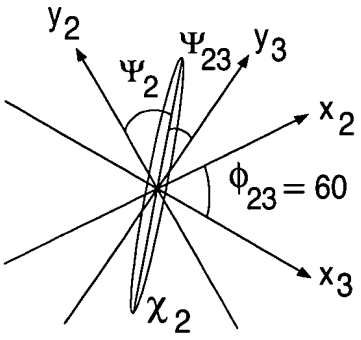


FIG. 7

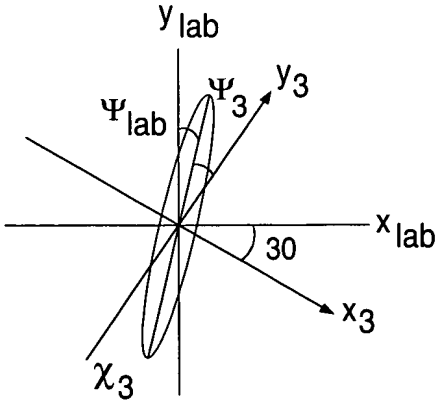


FIG. 8

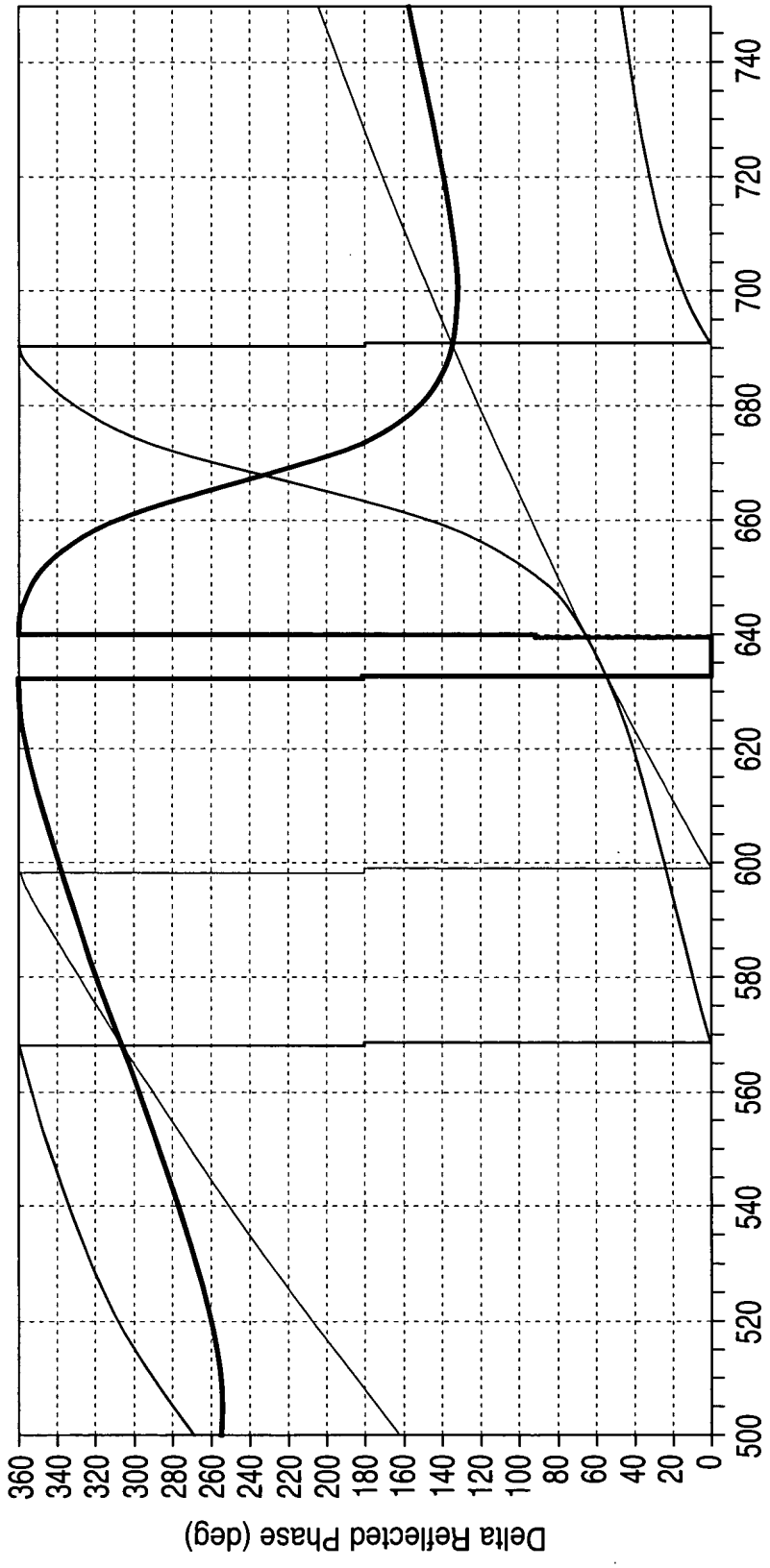

Delta Reflected Phase (deg)
360
340
320
300
280
260
240
220
200
180
160
140
120
100
80
60
40
20
0
500
520
540
560
580
600
620
640
660
680
700
720
740
Wavelength (nm)
S: —
IS-PI: —
P: —

FIG. 9

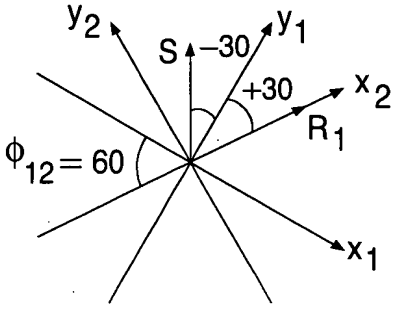


FIG. 10

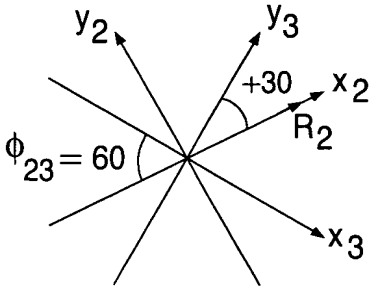


FIG. 11

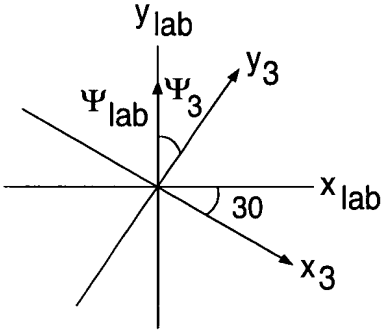


FIG. 12

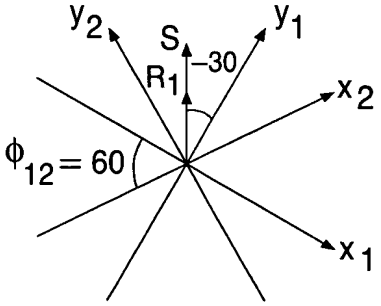


FIG. 14

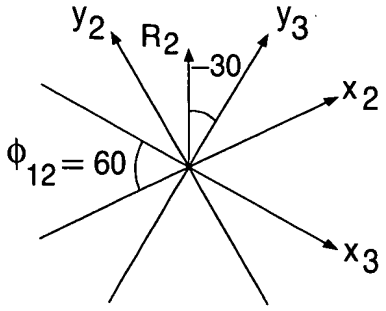


FIG. 15

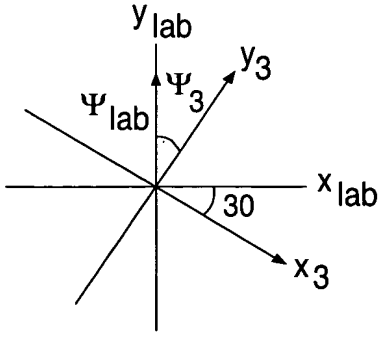


FIG. 16A

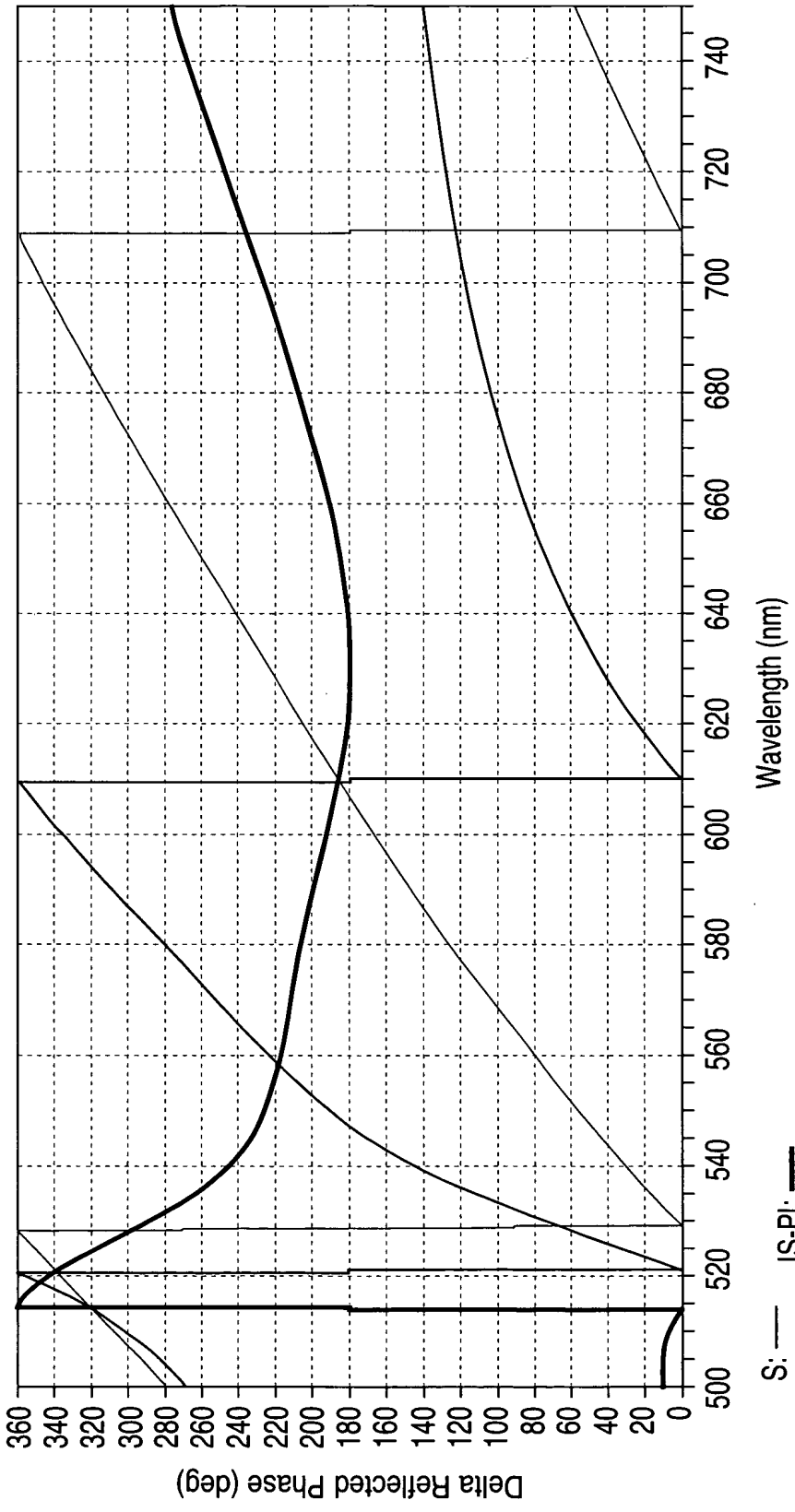

Delta Reflected Phase (deg)
360
340
320
300
280
260
240
220
200
180
160
140
120
100
80
60
40
20
0
500
520
540
560
580
600
620
640
660
680
700
720
740
Wavelength (nm)
S: —— IS-PI: ——
P: ——

FIG. 13

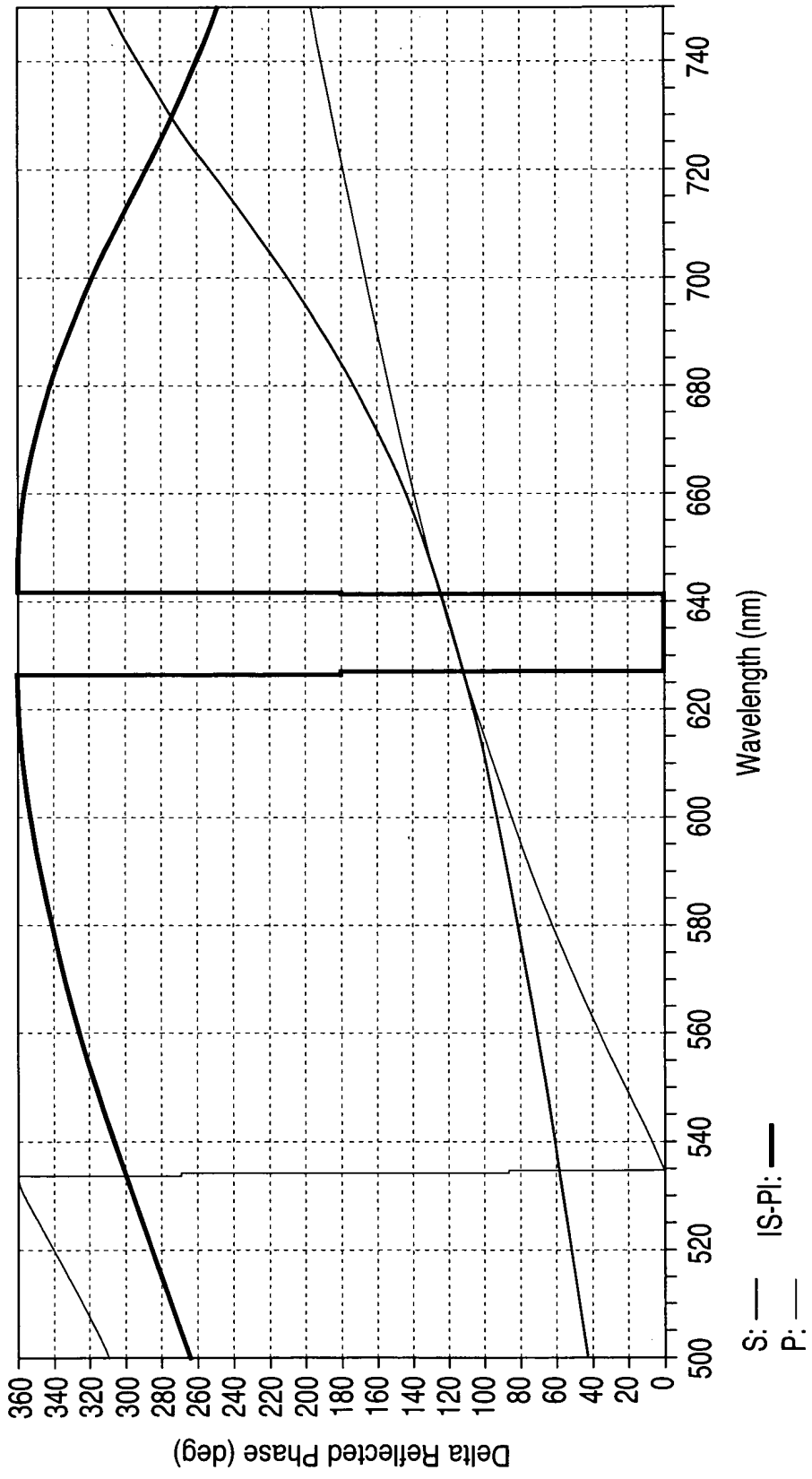

Delta Reflected Phase (deg)
360
340
320
300
280
260
240
220
200
180
160
140
120
100
80
60
40
20
0
500
520
540
560
580
600
620
640
660
680
700
720
740
Wavelength (nm)
S: —— IS-PI: ——
P: ——

FIG. 16B

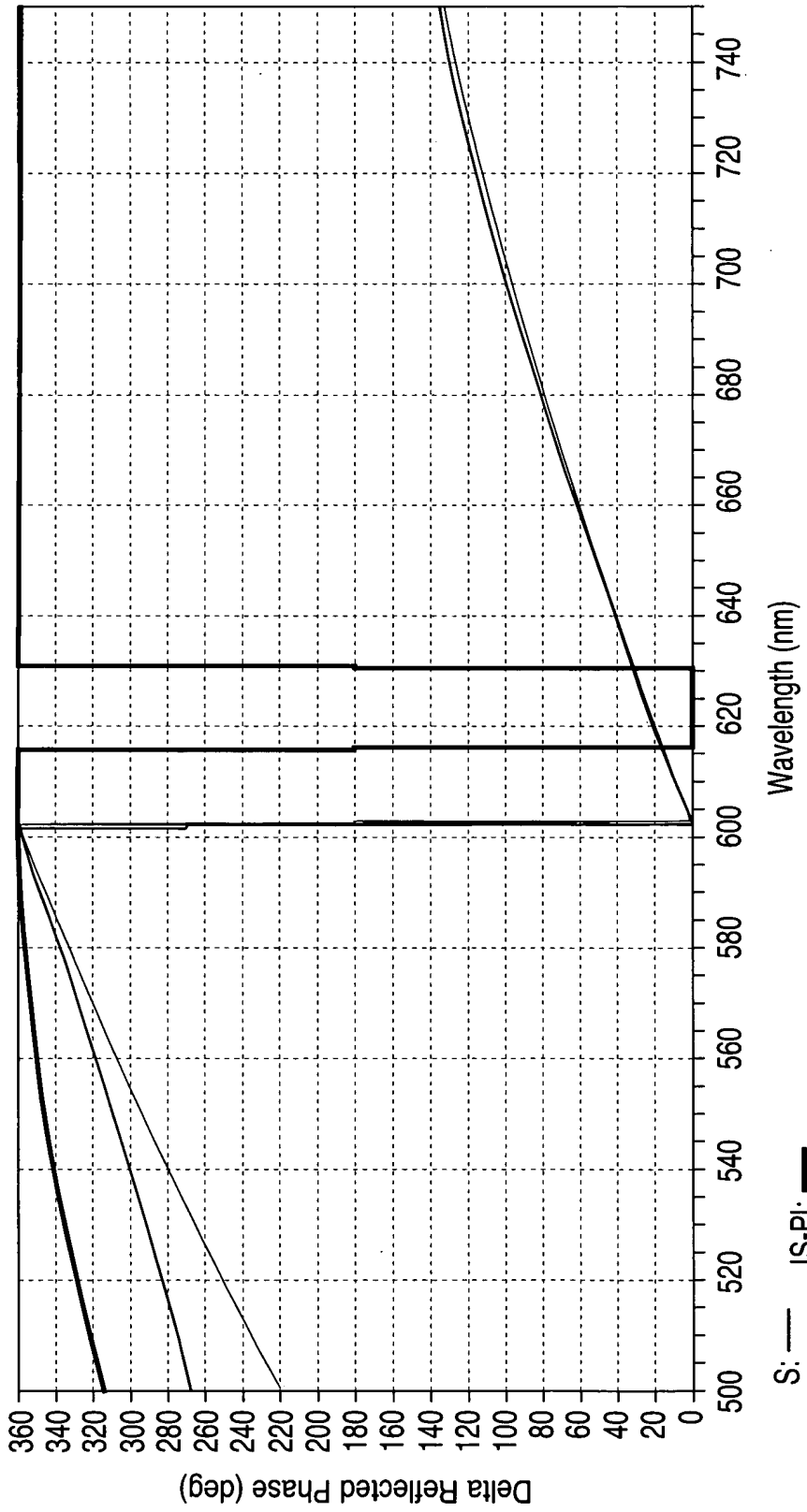

Delta Reflected Phase (deg)
360
340
320
300
280
260
240
220
200
180
160
140
120
100
80
60
40
20
0
500
520
540
560
580
600
620
640
660
680
700
720
740
Wavelength (nm)
S: —— IS-PI: ——
P: ——

FIG. 16C

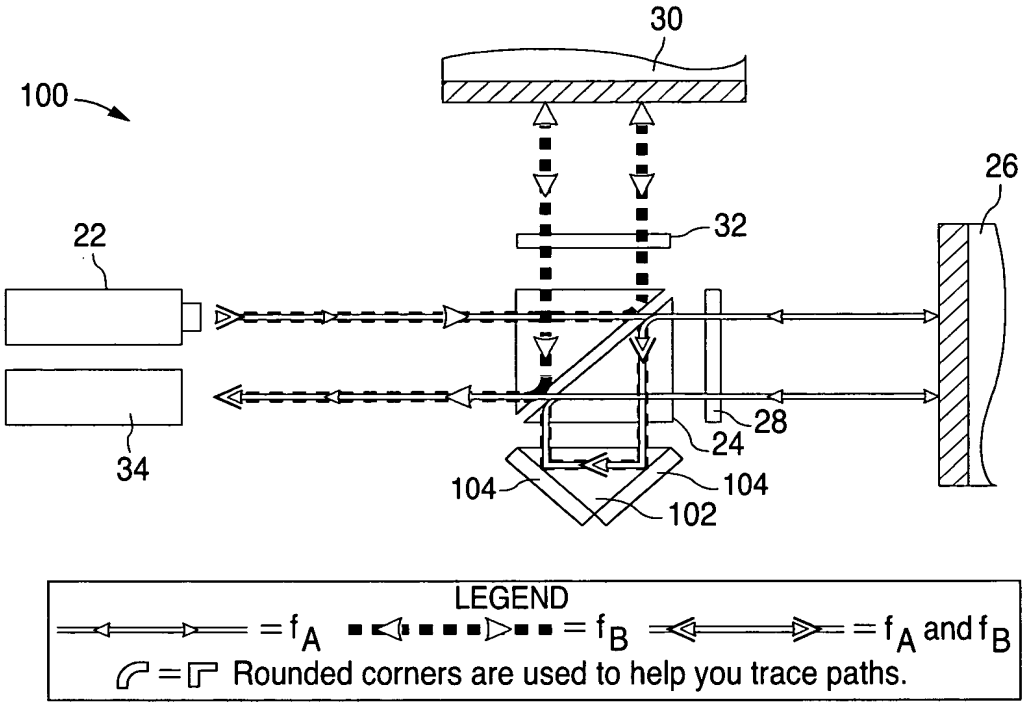


FIG. 17A

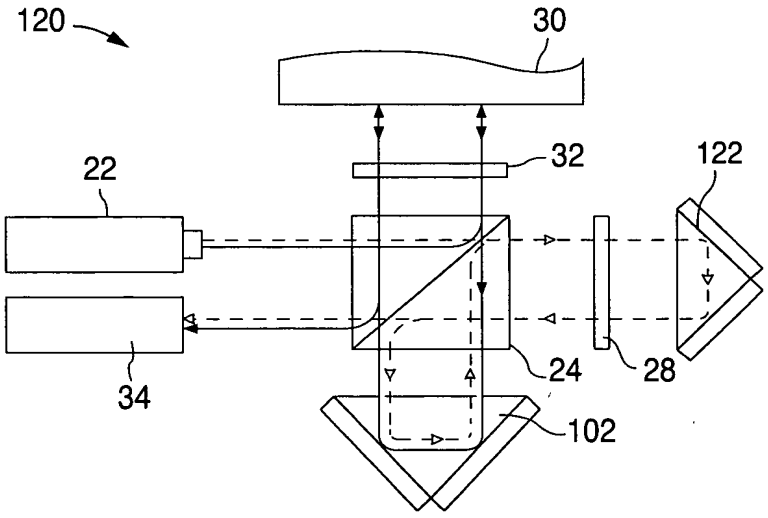


FIG. 17B

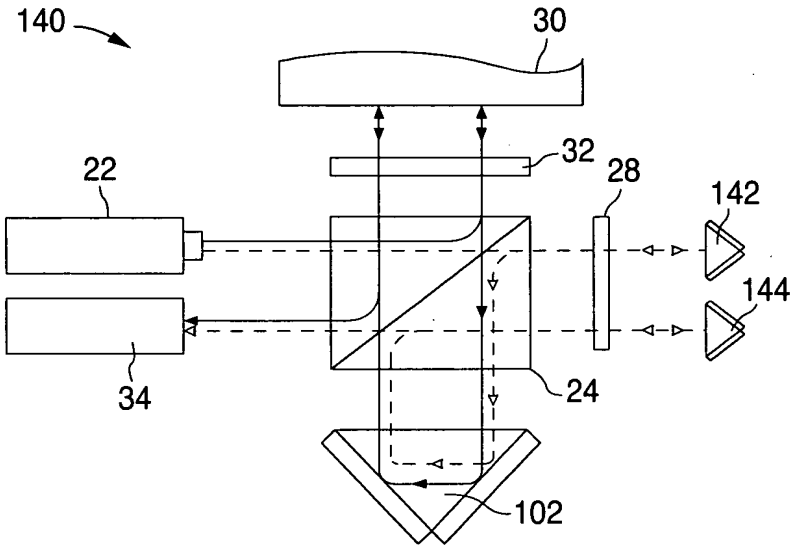


FIG. 17C

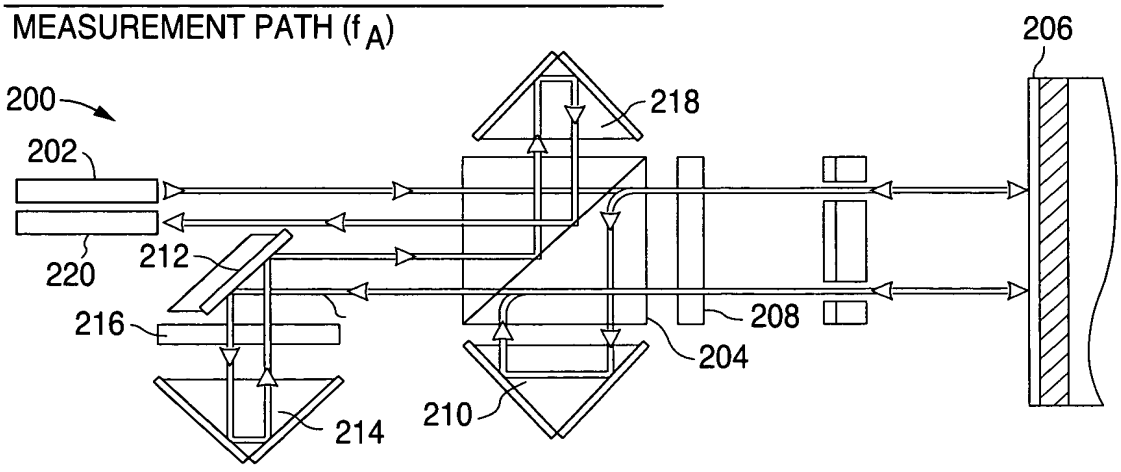


FIG. 18A

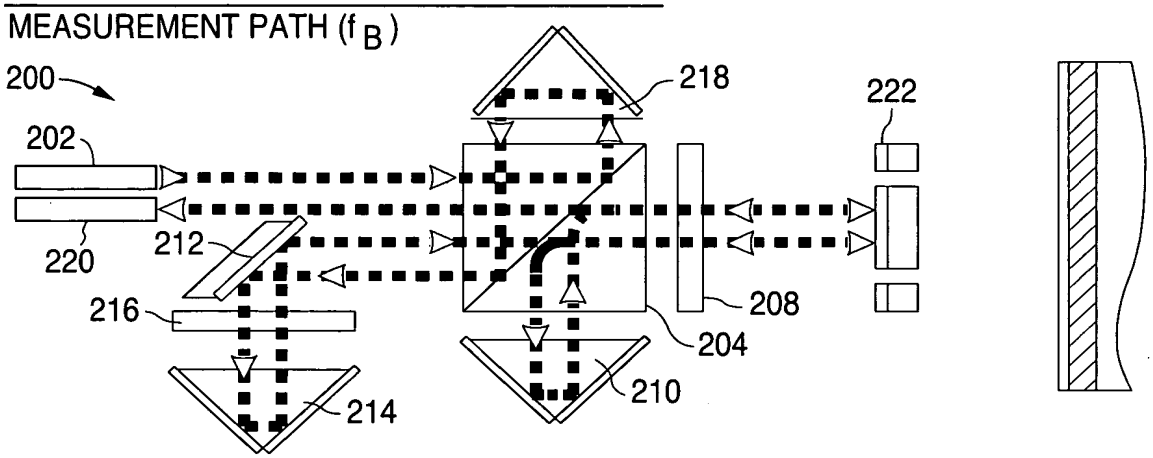


FIG. 18B

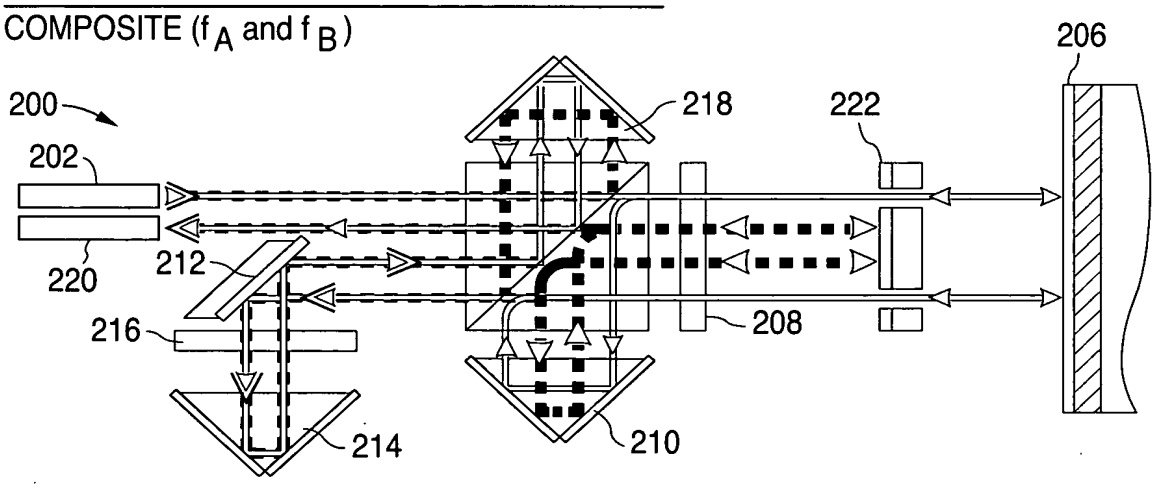
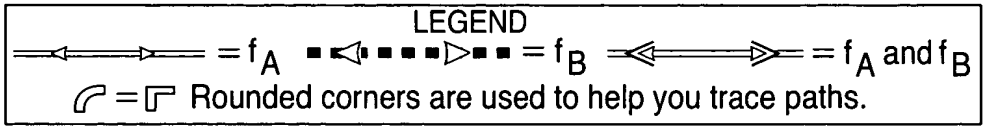


FIG. 18C



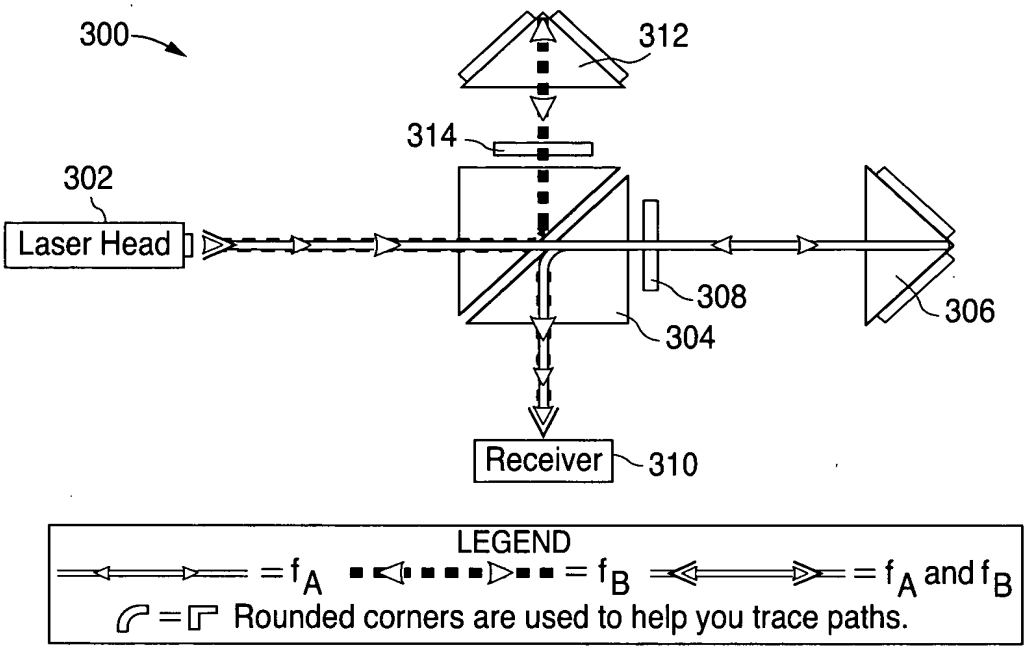


FIG. 19

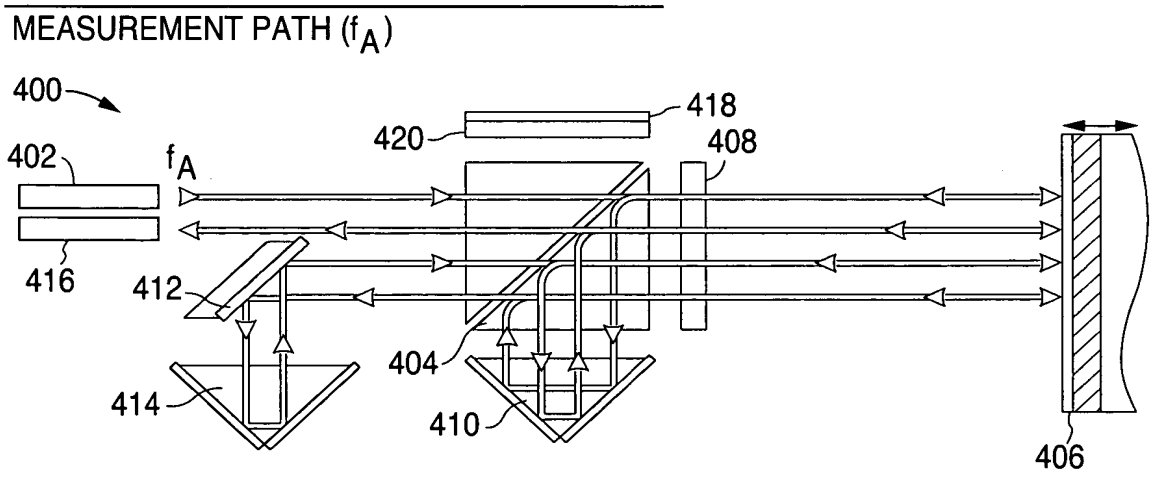


FIG. 20A

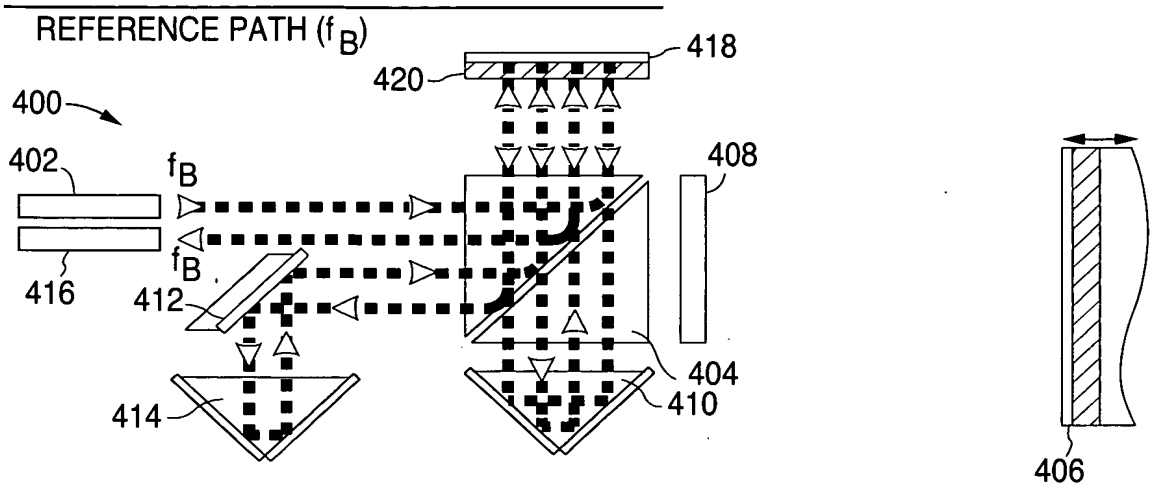


FIG. 20B

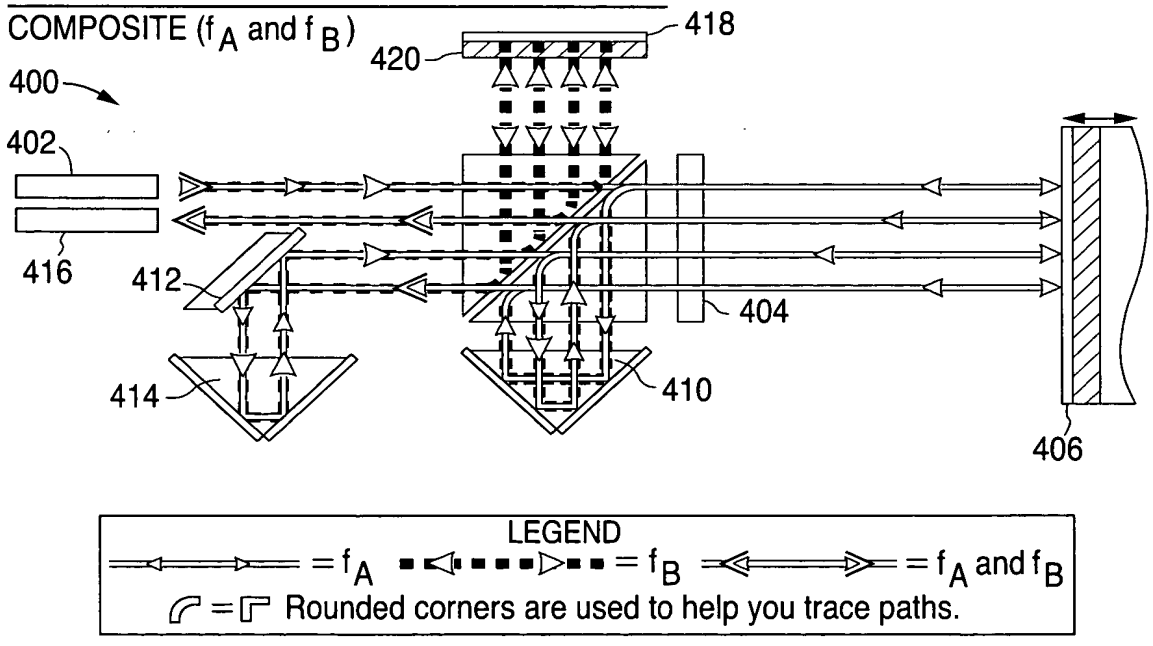


FIG. 20C

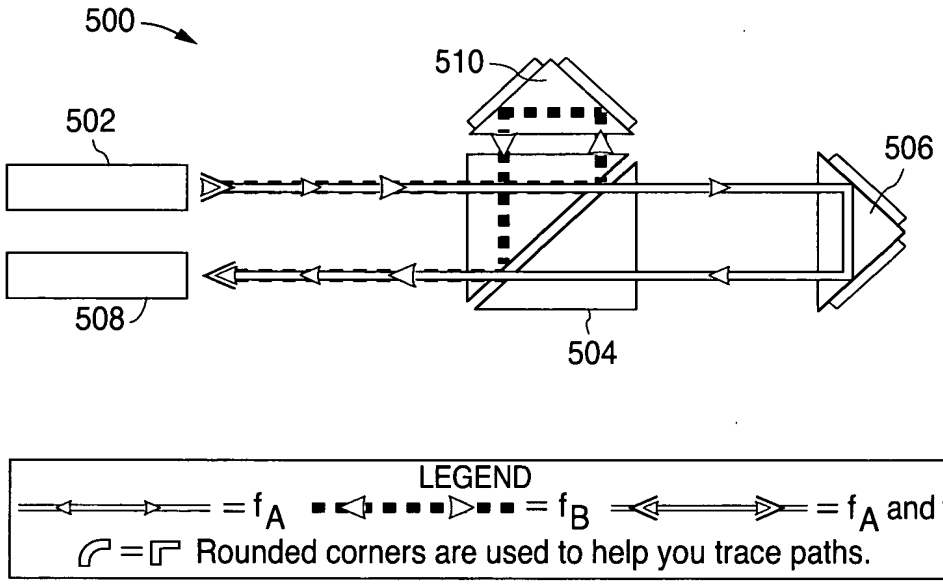

500
510
502
506
508
504
LEGEND
= f_A
= f_B
= f_A and f_B
= Rounded corners are used to help you trace paths.

FIG. 21